














Badge

Play Badge Badges are inline block elements that usually appear near another element.

Typically they contain a number or other characters. They can be used as a notification that there are additional items associated with an element and indicate how many items there are. Badges are hidden if no content is passed in. Basic Badge  `< play-badge text = " 11 " variant = " primary " size = " lg " > </ play-badge >` Size Badge  Large `< play-badge text = " lg " variant = " " size = " lg " > </ play-badge >` Extra Large `< play-badge text = " xl " variant = " " size = " xl " > </ play-badge >` Theme Badge  `< play-badge text = " 1 " variant = " " > </ play-badge >` `< play-badge text = " 12 " variant = " secondary " > </ play-badge >` `< play-badge text = " 17 " variant = " success " > </ play-badge >` `< play-badge text = " 15 " variant = " warning " > </ play-badge >` `< play-badge text = " 20 " variant = " info " > </ play-badge >` `< play-badge text = " 100 " variant = " danger " > </ play-badge >` Properties   Description The color to use from your application's color palette. Default options are: "primary", "secondary", "success", "warning", and "danger". Attribute color Type "danger"  "primary"  "secondary"  "success"  "warning"  "info"  string Default primary size  Description The mode determines which size to use. Attribute mode Type "xl"  "lg" Default lg

```
<play-badge text="11" variant="primary" size="lg"></play-badge>
```

```
Large <play-badge text="lg" variant="" size="lg"></play-badge>
```

```
Extra Large <play-badge text="xl" variant="" size="xl"></play-badge>
```

```
<play-badge text="1" variant=""></play-badge>
```

```
<play-badge text="12" variant="secondary"></play-badge>
```

```
<play-badge text="17" variant="success"></play-badge>
```

```
<play-badge text="15" variant="warning"></play-badge>
```

```
<play-badge text="20" variant="info"></play-badge>
```

```
<play-badge text="100" variant="danger"></play-badge>
```

